£1.15 • NO. 52 • 26TH MAY 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT •

Sonic the comic

starring SONIC THE HEDGEHOG™

SONIC PIN-UP

PJ AND DUNCAN GO SNOW-BOARDING!

SHINOBI!

SONIC'S WORLD!

KNUCKLES BUSTER?

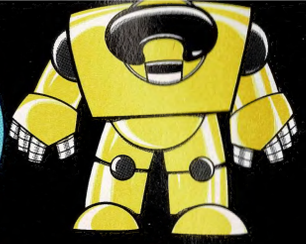
CYBERNIK'S GREATEST HIT!

NEW COMPLETE STORY

52

9 770969 304020

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another fun-filled issue of your favourite read. Want to find out what tantalising treats lie ahead, then read on ... Trouble abounds for **Sonic** in part 2 of **Disaster**! There's more all out action in **Shinobi**, not to mention the conclusion to **Sonic's World**. Plus there's trouble brewing in *STC*'s complete special story **Knuckles versus The Cybernik**. Extra Sega-sational surprises include a v-rooming good **Sonic Drift Racing Pin-up**, plus sporty Boomers will find the **Sega Snowboarding** feature a cool read!

The countdown lessens for *STC* 53's 2nd birthday issue. Brimming with delights such as the brand new **Sparkster** series, there's also the start of a new **Knuckles** story called **Chaotix**. It's all change prize-wise with the **Graphic Zone** and **Speedlines**, plus there's a chance to win an excellent **Sonic & Knuckles** denim jacket and Mega Drive games! So, don your party hats and get ready for *STC*'s great birthday bash next issue.

Megadroid

PERSONALITY CRISIS!

Study the photo's below and you'll notice that two Boomers are doing their very best impersonations of Sega characters. One shares more than a passing resemblance to Shorty from Sonic's World, while the other is striking that all-so-familiar cool dude pose! In your own time, you decide which is which ...

Danny Cleal, Enfield, Middlesex.
Sonic Badge Winner.

David Oxley, Slough, Berks. MS owner.
Sonic Badge Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	ROAD RASH 3
2	▼	FIFA SOCCER '95
3	▲	ETERNAL CHAMPIONS
4	RE	PGA EUROPEAN TOUR GOLF
5	▼	MICRO MACHINES 2
6	▼	THE LION KING
7	RE	WINTER OLYMPICS
8	▼	JIMMY WHITE'S WHIRLWIND SNOOKER
9	▼	TOEJAM AND EARL 2
10	▼	SONIC AND KNUCKLES

MEGA-CD

1	—	GROUND ZERO TEXAS
2	RE	PITFALL
3	▲	MICKEY MANIA
4	▼	FIFA INTERNATIONAL SOCCER
5	new	BRUTAL: PAWS OF FURY
6	—	WOLFCHILD
7	RE	SEWER SHARK
8	RE	REBEL ASSAULT
9	▲	SONIC CD
10	RE	SNATCHER

MASTER SYSTEM

1	▼	SONIC THE HEDGEHOG 2
2	▼	DESERT SPEED TRAP
3	▼	ROBOCOP V TERMINATOR
4	▼	ROAD RASH 2
5	▲	SONIC CHAOS
6	▼	DESERT STRIKE
7	RE	SENSIBLE SOCCER
8	RE	THE LION KING
9	RE	STAR WARS
10	▼	DONALD DUCK

GAME GEAR

1	▲	ROAD RASH
2	▲	WINTER OLYMPICS
3	▼	JAMES POND 2 - ROBOCOD
4	RE	MICKEY MOUSE 2
5	▼	SONIC THE HEDGEHOG 2
6	RE	DESERT SPEED TRAP
7	RE	COSMIC SPACEHEAD
8	RE	ASTERIX AND THE SECRET MISSION
9	▲	SONIC CHAOS
10	—	SONIC THE HEDGEHOG

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- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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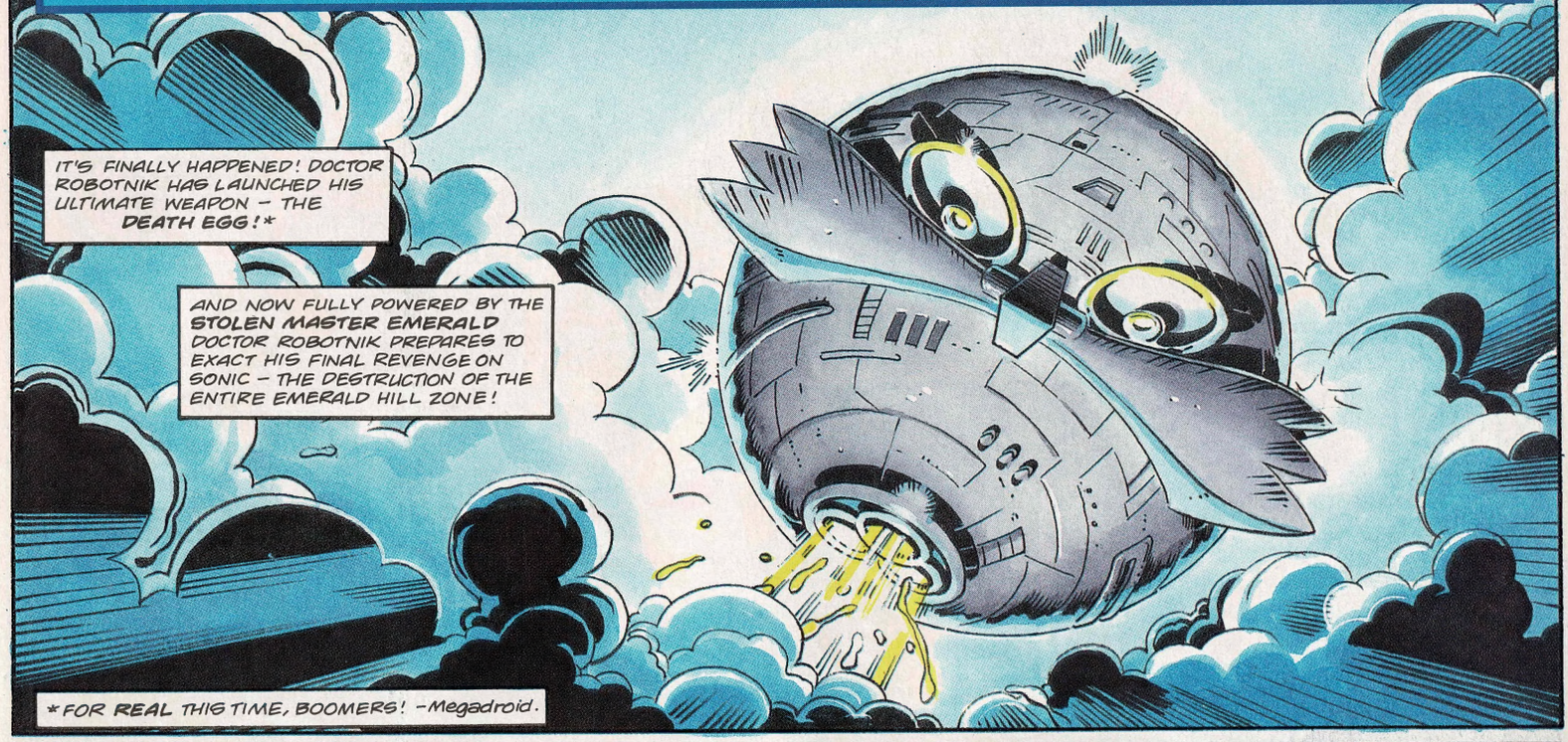
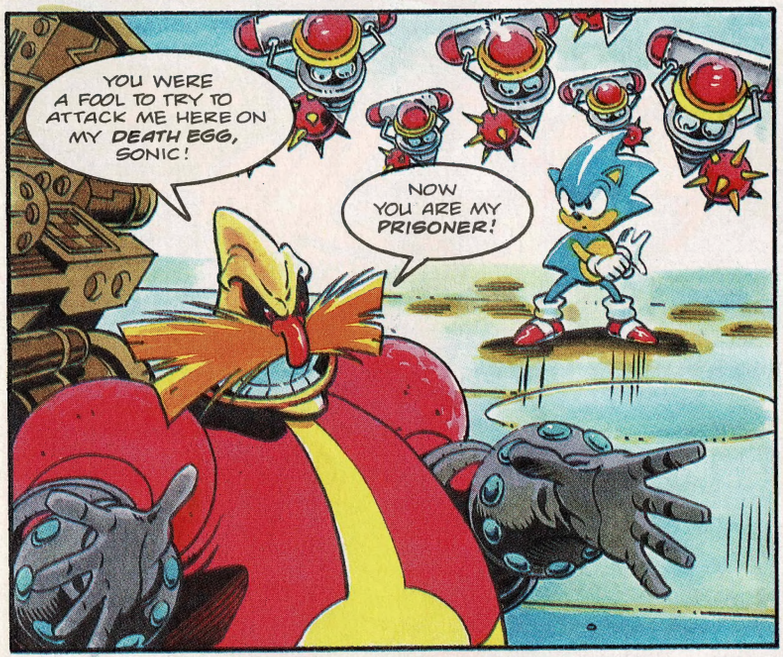
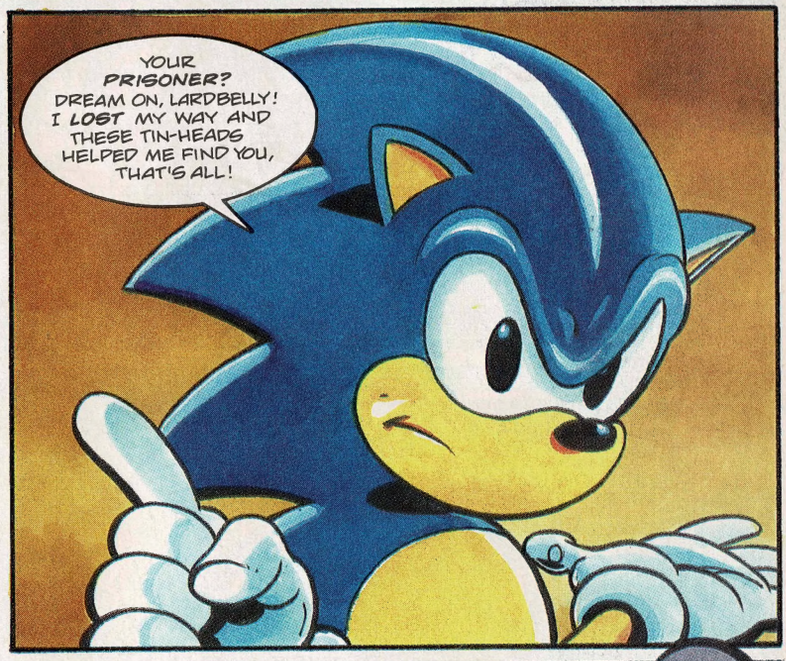
SONIC THE HEDGEHOG™

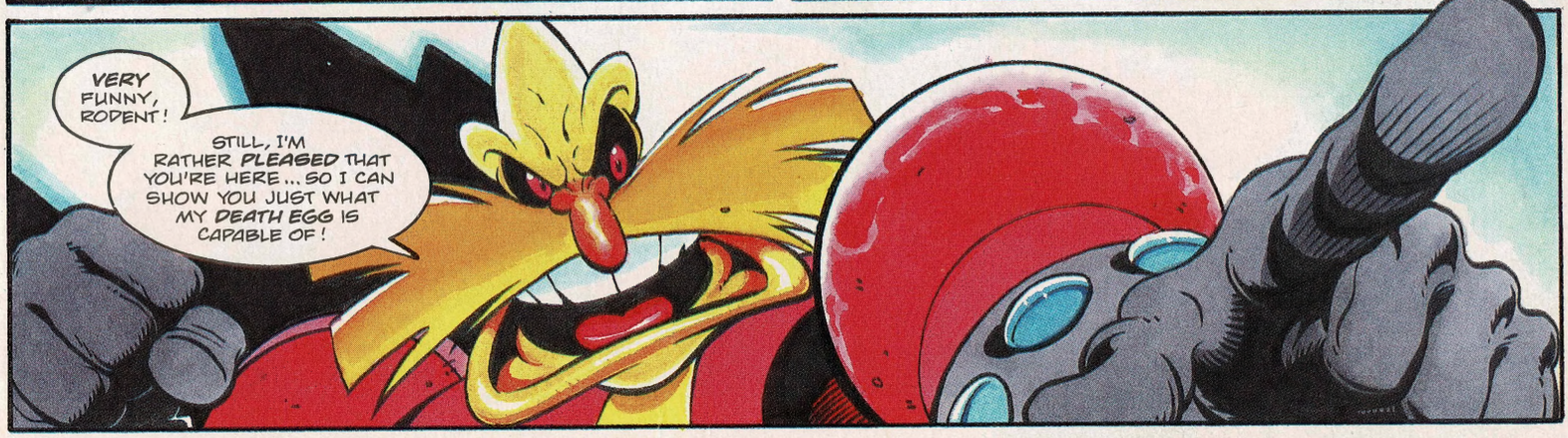
Disaster! PART 2

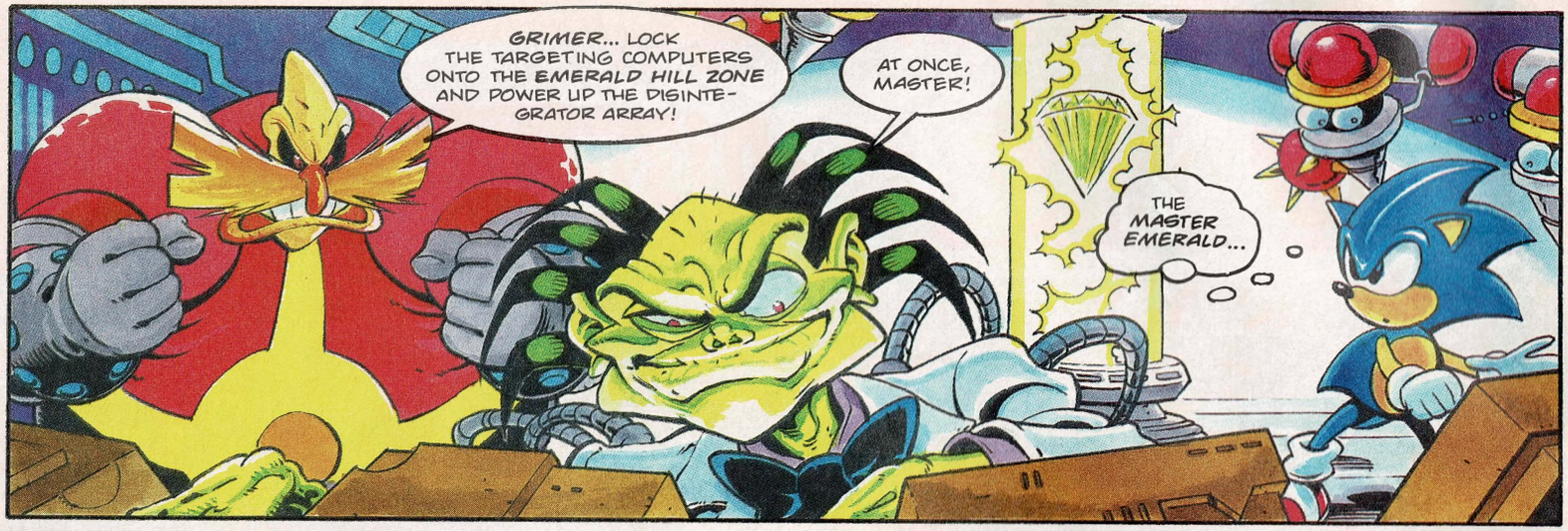
Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELITTA FELL


IT'S FINALLY HAPPENED! DOCTOR ROBOTNIK HAS LAUNCHED HIS ULTIMATE WEAPON – THE DEATH EGG!*
AND NOW FULLY POWERED BY THE STOLEN MASTER EMERALD DOCTOR ROBOTNIK PREPARES TO EXACT HIS FINAL REVENGE ON SONIC – THE DESTRUCTION OF THE ENTIRE EMERALD HILL ZONE!
*FOR REAL THIS TIME, BOOMERS! –Megadroid.





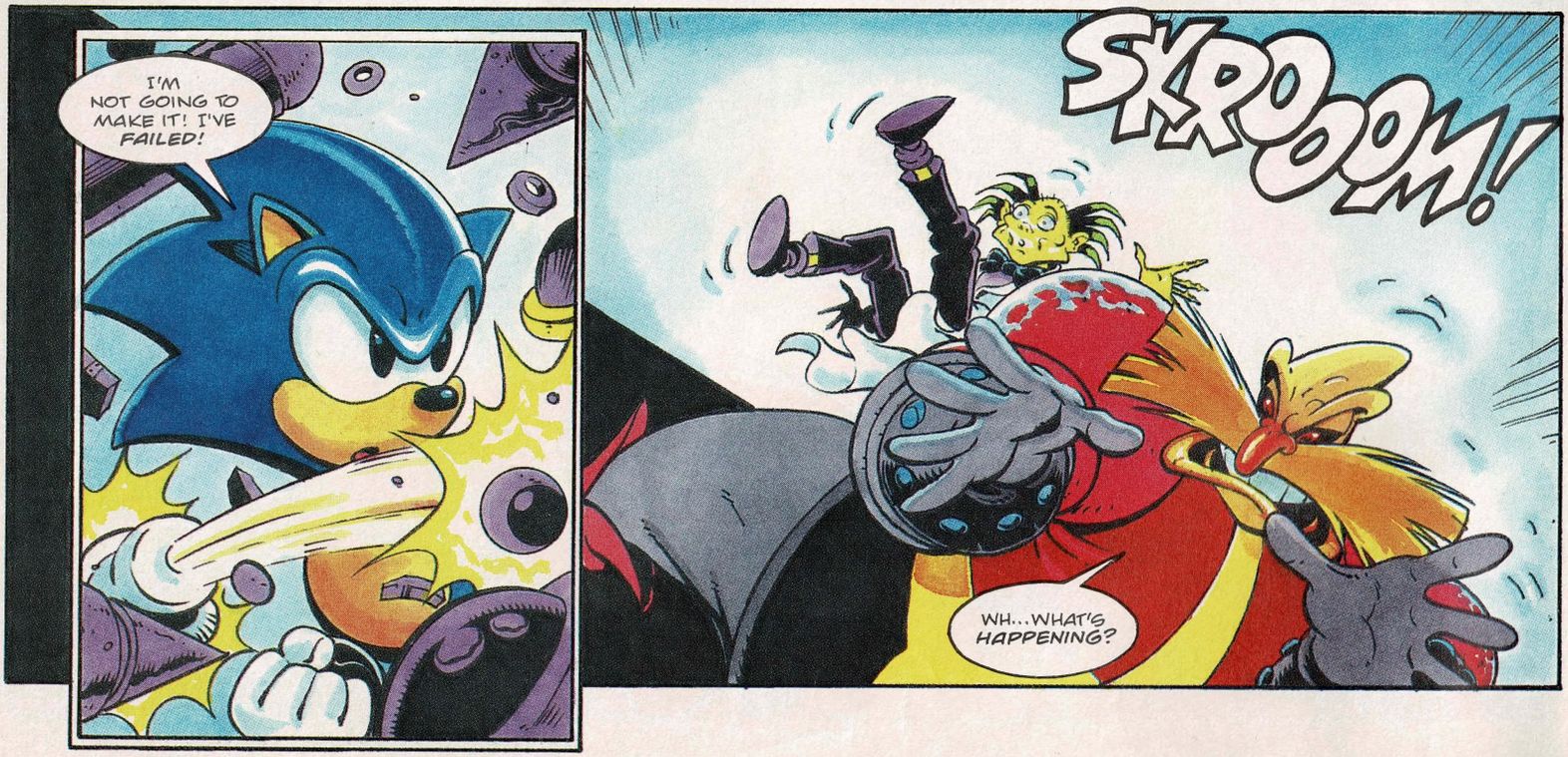


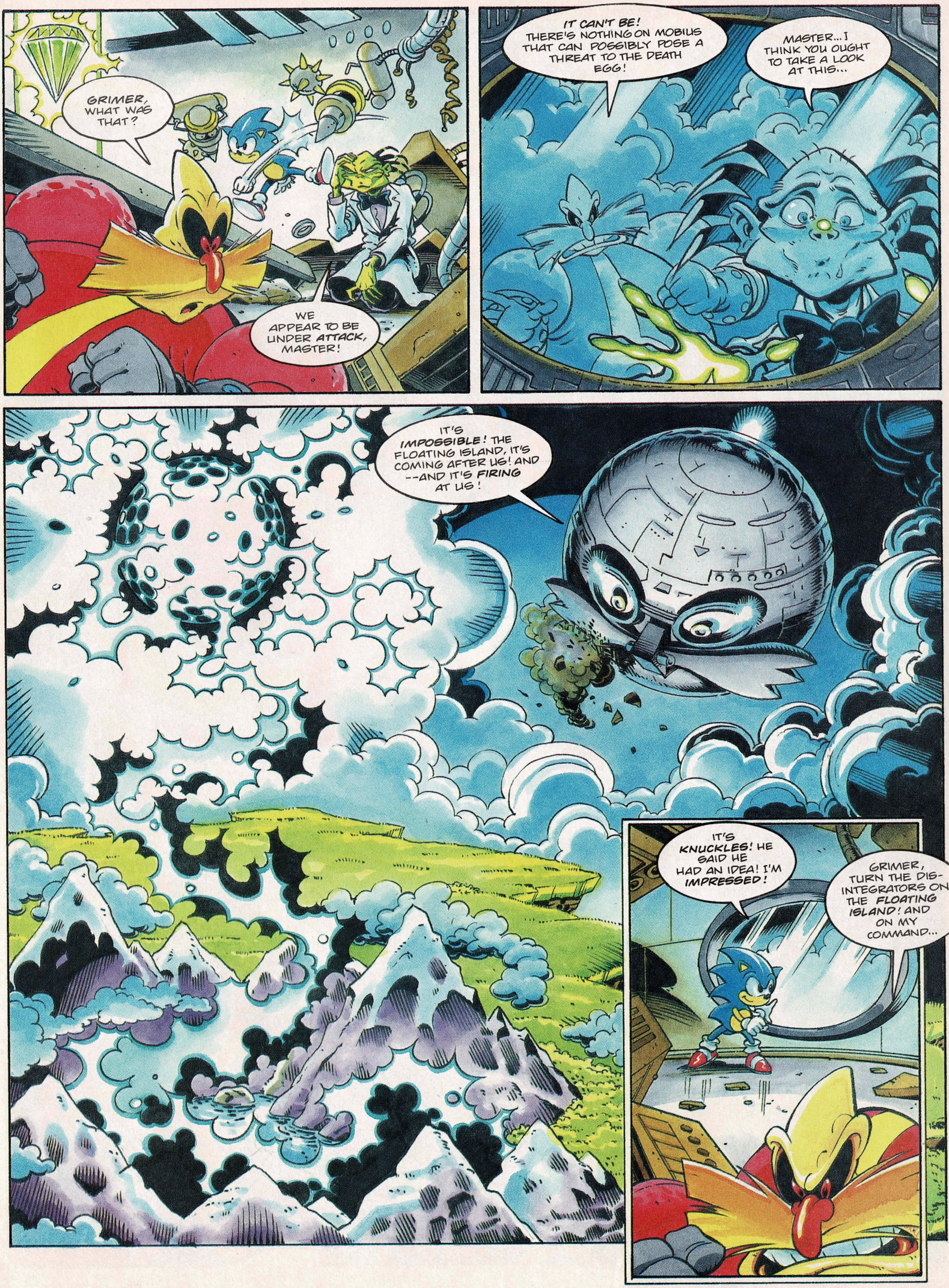

GRIMER... LOCK THE TARGETING COMPUTERS ONTO THE EMERALD HILL ZONE AND POWER UP THE DISINTEGRATOR ARRAY!
AT ONCE, MASTER!
THE MASTER EMERALD...

LOCKED ON TARGET. DISINTEGRATOR WILL BE READY TO FIRE IN 10 SECONDS!
10 SECONDS

10 SECONDS... I'M GOING TO HAVE TO MOVE FAST! THAT'S MY SPECIALITY!

DISINTEGRATOR READY, MASTER!
THEN FIRE, YOU IDIOT, FIRE!
READY
FIRE


I'M NOT GOING TO MAKE IT! I'VE FAILED!
SKROOOM!
WH...WHAT'S HAPPENING?


GRIMER, WHAT WAS THAT?
WE APPEAR TO BE UNDER ATTACK, MASTER!
IT CAN'T BE! THERE'S NOTHING ON MOBIUS THAT CAN POSSIBLY POSE A THREAT TO THE DEATH EGG!
MASTER... I THINK YOU OUGHT TO TAKE A LOOK AT THIS...
IT'S IMPOSSIBLE! THE FLOATING ISLAND, IT'S COMING AFTER US! AND --AND IT'S FIRING AT US!
IT'S KNUCKLES! HE SAID HE HAD AN IDEA! I'M IMPRESSED!
GRIMER, TURN THE DISINTEGRATORS ON THE FLOATING ISLAND! AND ON MY COMMAND...

...FIRE!
SSCHHKOOOOM!
DEEP INSIDE THE FLOATING ISLAND KNUCKLES FEELS THE SHOCK WAVES OF ROBOTNIK'S ASSAULT.
I HATE TO ATTACK WITH SONIC ON BOARD THAT THING... BUT THE POWER OF THE FLOATING ISLAND IS PLANET MOBIUS' ONLY CHANCE NOW!
WITHOUT THE MASTER EMERALD IT'S GOING TO TAKE TIME TO BUILD UP THE POWER FOR ANOTHER ATTACK...
I JUST HOPE I'M GOING TO LIVE LONG ENOUGH TO TRY IT!
KROOOM!
HAHAHA-HAAAH!
IT'S OVER, SONIC... THE FLOATING ISLAND IS FINISHED... KNUCKLES IS FINISHED... THE EMERALD HILL ZONE IS FINISHED!
YOU'RE ALL FINISHED!

YEAH? LET'S SEE HOW WELL YOU DO WITHOUT THE MASTER EMERALD TO POWER THIS THING!
THUD!
GET HIM! WITHOUT THAT EMERALD THE DEATH EGG HAS NO POWER SOURCE!
IF YOU WANT THE EMERALD, YOU'LL HAVE TO GO THROUGH ME!
KROOM!
WHOA!
ANOTHER HIT!
KRASSH!
NOOO! THE MASTER EMERALD!

FZZZAKK!
MAN, IT LOOKS LIKE IT'S ALL OVER FOR THE DEATH EGG!
BUT IT DOESN'T LOOK LIKE I'M GOING TO BE AROUND TO CELEBRATE, 'CAUSE IT'S A LONG WAY DOWN!

BHOOM!
NEXT ISSUE: DOWN AND OUT!

SEGA SNOWBOARDING

***Dec and Ant,** otherwise known as **PJ and Duncan**, hit the slopes!*

As you lounge around on such a fine spring day(?) think back to that teeth chattering time you humes call winter. O.K., now think **Snowboarding**, the sport which hails from California that's like surfing, skateboarding and skiing in one. Well, it's hardly surprising that the coolest of software video gamers, **Sega**, decided to get involved in the fastest growing winter sport ever, by sponsoring the top snowboarders in the U.K. Hence the **Sega 32X Professional Snowboarding Team was born.**

Sega invited some well known 'faces' to spend a day on the slippery slopes at the Team's favourite training spot, The Snowdome (the only snow-filled indoor slope in Europe). Among those who accepted the invitation were two well known faces from the world of pop music. Armed with a camera crew, **PJ and Duncan** arrived to do some filming for the BBC's *Live and Kicking*. They proceeded to hit the slopes and the snow, and judging by the evidence, spent most of their time testing out the padding! No doubt their TV show, *Ant and Dec*, is more of a success!

After some coaching, **Ultimate Kaos** proved to be unstoppable and were

Ultimate Kaos sporting the ultimate hi-tech gear!

Stiltskin get rumpled!

*Professional snowboarder, **Neil McNabb**, demonstrates some forward thinking!*

soon cruising the snow with the best of them, proving just how easy snowboarding can be.

Stiltskin, the band behind 'that' Levi's commercial guitar solo, ended up at the bottom of the slope covered in snow.

North London lad, **Normski,** was also there to present a special edition of Channel 4's *Board Stupid*. When **Normski** wasn't riding the slopes with the professionals, he could be found checking out the hot new games on **Sega's** superb 32X. Sounds like an ideal way to spend some time 'chilling' out!

*Team member, **Steve Bailey**, on ice!*

Normski takes control once again!

REVIEW Zone

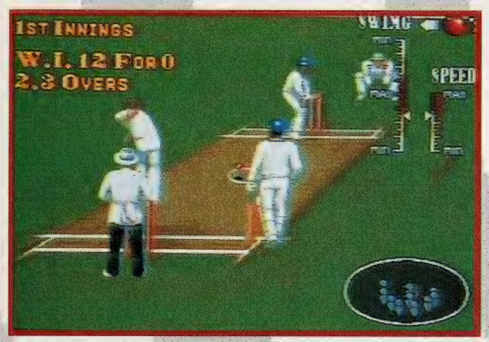
Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: *Nick Protz.*

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

BRIAN LARA CRICKET

Mega Drive

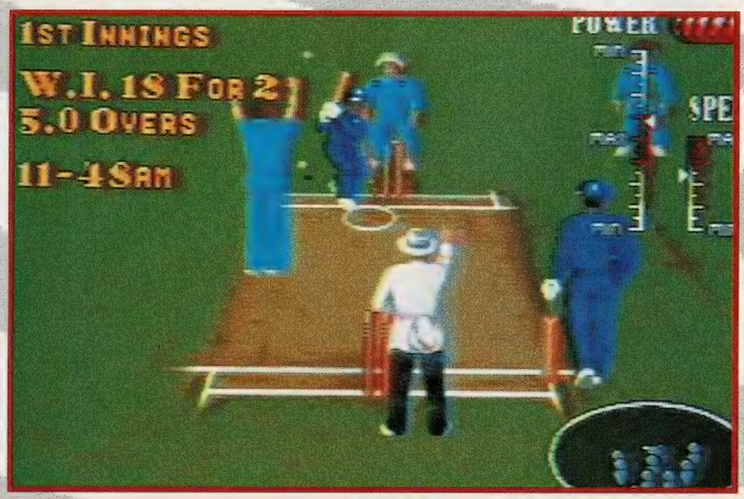
game type: PLATFORM
1-4 PLAYERS



Brian Lara Cricket is a game designed to appeal to the cricket enthusiast. If you're a fan that participates as a spectator, here's your chance to experience the game without breaking into a sweat! Like most sports sims you have a number of gameplay options, including new match, test series and match settings - the latter allowing you to completely customise the game.

Opting for new match, which starts a single game, is probably your best bet for getting used to the range of batting and bowling moves. Once you've picked your team and players you can get straight into the action. Your first attempts at batting will almost certainly be a struggle and selecting the right shot can be difficult. However, **Brian Lara Cricket** aims to give you realistic gameplay, so this is to be expected. Once you get used to the controls you'll be able to pull off all shots from cover drives to leg glances.

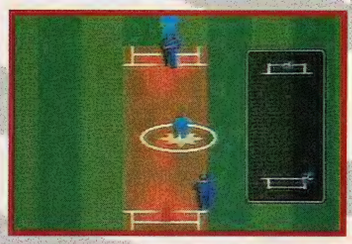
As the bowler, you or the computer have five seconds to place a small black oval which indicates where the ball will be pitched. You have three types of bowler - fast, swing and spin - and you'll find going for an all-out speed attack costs you the element of surprise. Start by setting the fielders on automatic until you have grasped the finer points of stopping a boundary.



Once you take control, a star appears at the feet of the fielder closest to the ball. Picking up the ball is automatic, but chucking it to the right end is down to you.

Like most sports sims, particularly those recreating long duration games, **Brian Lara Cricket** is much more fun played with or against a friend. As this is a game which offers a real-time perspective, playing solo can be lonely and a bit unexciting. Sound and graphics are pretty basic, comprising mostly of green fields, blue skies, white kits and polite applause. Familiarising yourself with the controls comes with practice, and in time you will pull off shots like Brian Lara himself.

All in all, it's not a brilliant conversion, although it's a nice alternative to the more familiar soccer, golf and standard sims. For cricket non-enthusiasts it will almost certainly be both dull and largely unintelligible. That said, as a cricket lover I found it quite absorbing. I was glad of the battery back-up which meant I could return to a game in progress. Better still, I had the pleasure of bowling Brian Lara for a duck at our first encounter!



FAST FAX

PUBLISHER: CODEMASTERS
PRICE: £39.99

GRAPHICS: 70
SOUND: 65
PLAYABILITY: 78

RAVES: Fun for cricket fans.

GRAVES: Not a good one-player game.

OVERALL: 73%

WHOOOSH!
SO, THE OLD MAN HAS BEEN TEACHING YOU HIS SAD MAGIC TRICKS? IT WILL DO YOU NO GOOD AGAINST MY EARTH POWER..
YOU ARE STRONG. BUT STRENGTH IS NO USE AGAINST THE EBB AND FLOW OF MY WATER POWER.

Shinobi

Power Of The Elements Part 6

JOE MUSASHI'S OLD ENEMIES, **THE FOUR ELEMENTS**, NOW WORKING FOR THE **YAKUZA**, HAVE ATTACKED THE ROOFTOP HOME OF MUSASHI'S NEW FRIENDS, THE **ROOFWORLDERS**, WITH SAVAGE MAGICAL POWERS.

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

SHIKK!
YOU ARE SO PREDICTABLE, MUSASHI!
YOU THINK I NEED A SWORD TO FINISH YOU?
WHOOSHH
YOU'RE SO CLUMSY IT'LL BE THE DEATH OF YOU.
HAPPY LANDINGS.
YOU'RE ONLY DELAYING THE INEVITABLE. YOU CAN'T HOLD ON FOREVER!
PITY YOU CAN'T FLY LIKE ME!

WITH A MIGHTY PULL, MUSASHI LAUNCHES HIMSELF TOWARDS AIR.
WHAT? ARE YOU MAD?
MY POWER CAN'T HOLD BOTH OF US UP.
AS A NINJA, I'M NOT AFRAID TO DIE. WHAT ABOUT YOU?
YOU'LL KILL US BOTH!
SUITS ME...
AAGH — NO!
WHAMM!
AS I THOUGHT. JUST ANOTHER WINDBAG.

NOW, YOUNG MAN...
...LET'S SEE WHAT YOU'RE REALLY MADE OF.
THIS IS WHAT I'M MADE OF!
THOK!
THWK!
WHOOMP!
THAK!

POISON HAND TECHNIQUE?
CORRECT. YOU'LL BE DEAD WITHIN THE HOUR.
SENSEI!
NEXT ISSUE: DEADMAN'S HAND!

Sonic the comic

SONIC DRIFT RACING!

A Sega-sational Pin-up for your bed-v-room!

SCORE A BULLSEYE!

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SONIC THE COMIC

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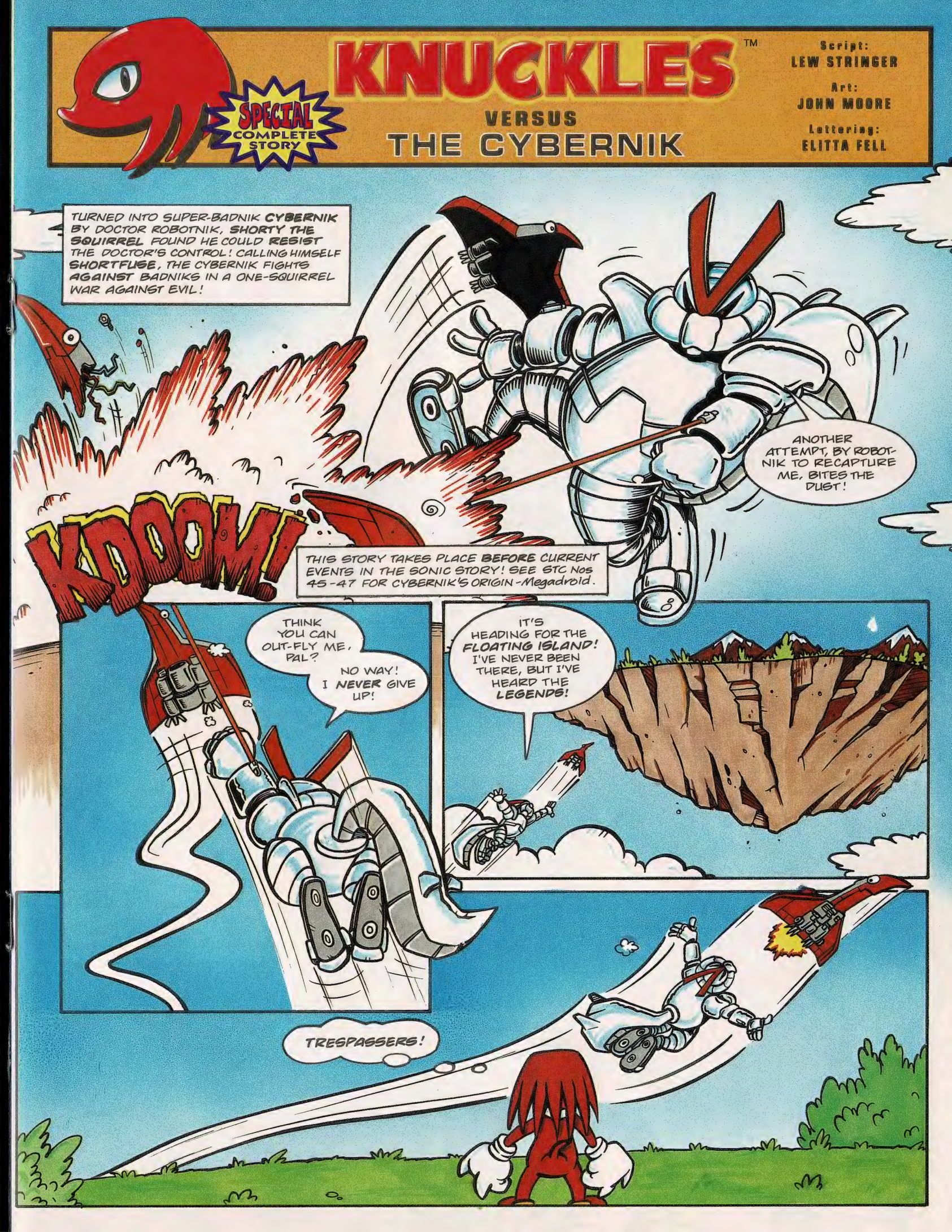
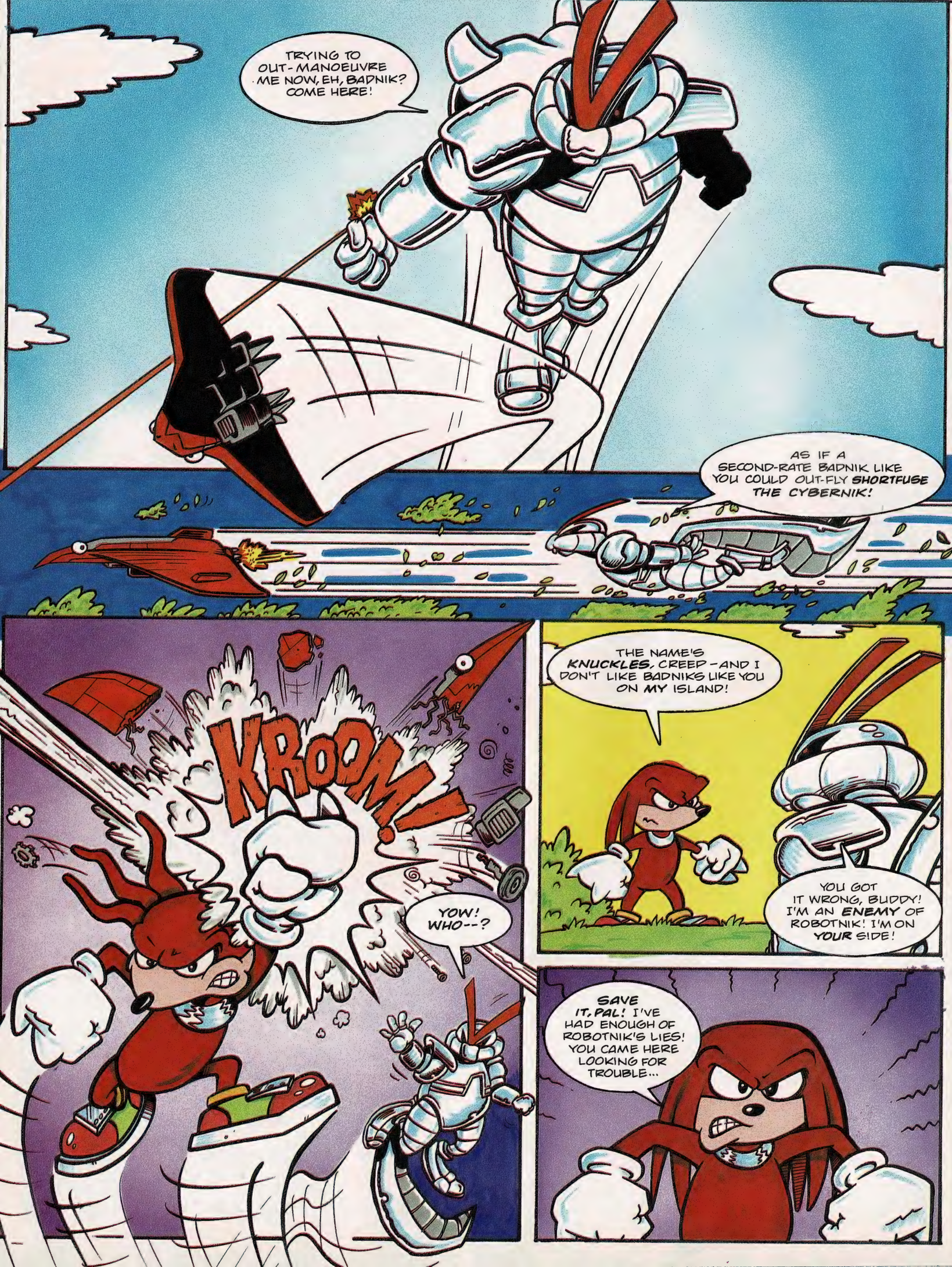
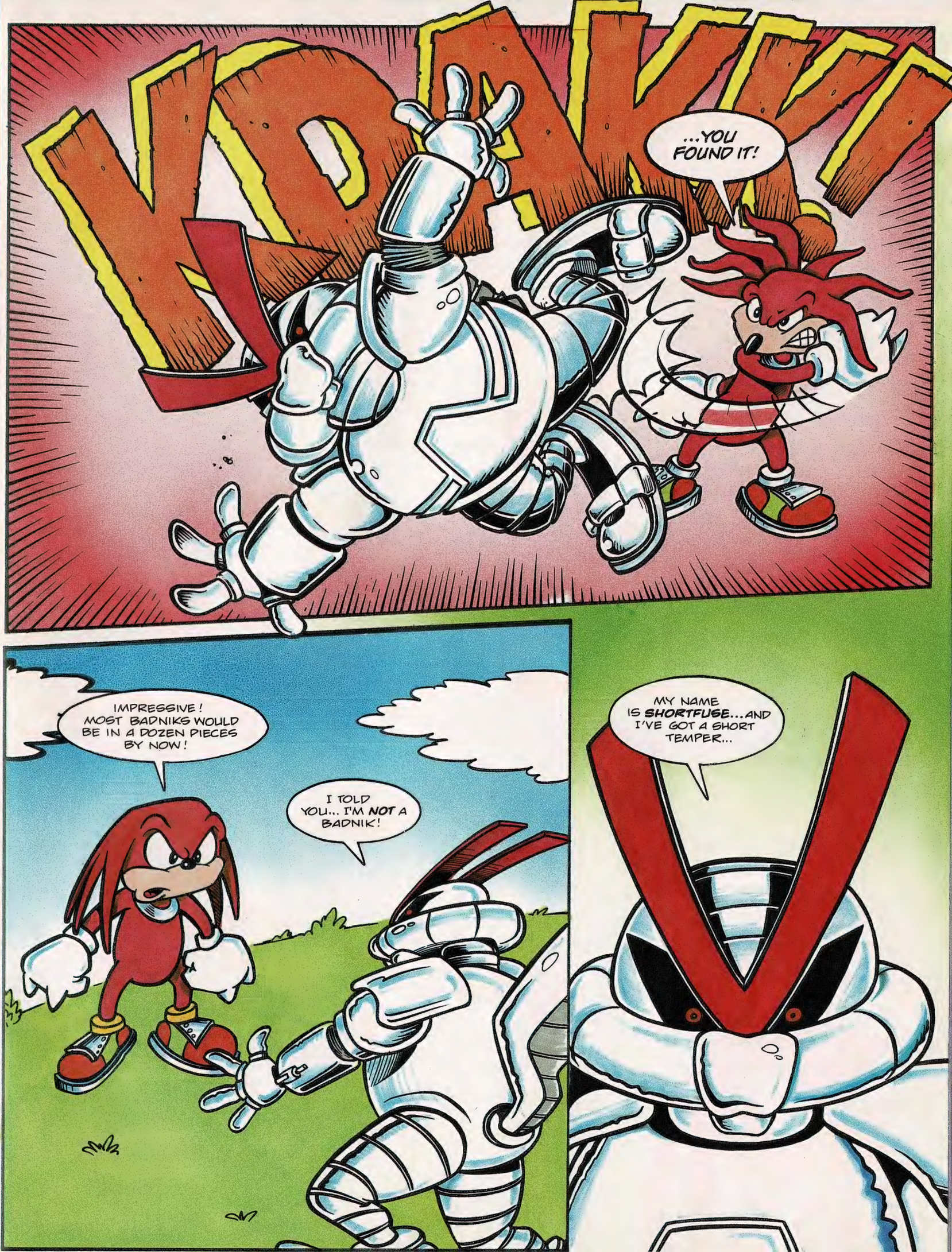
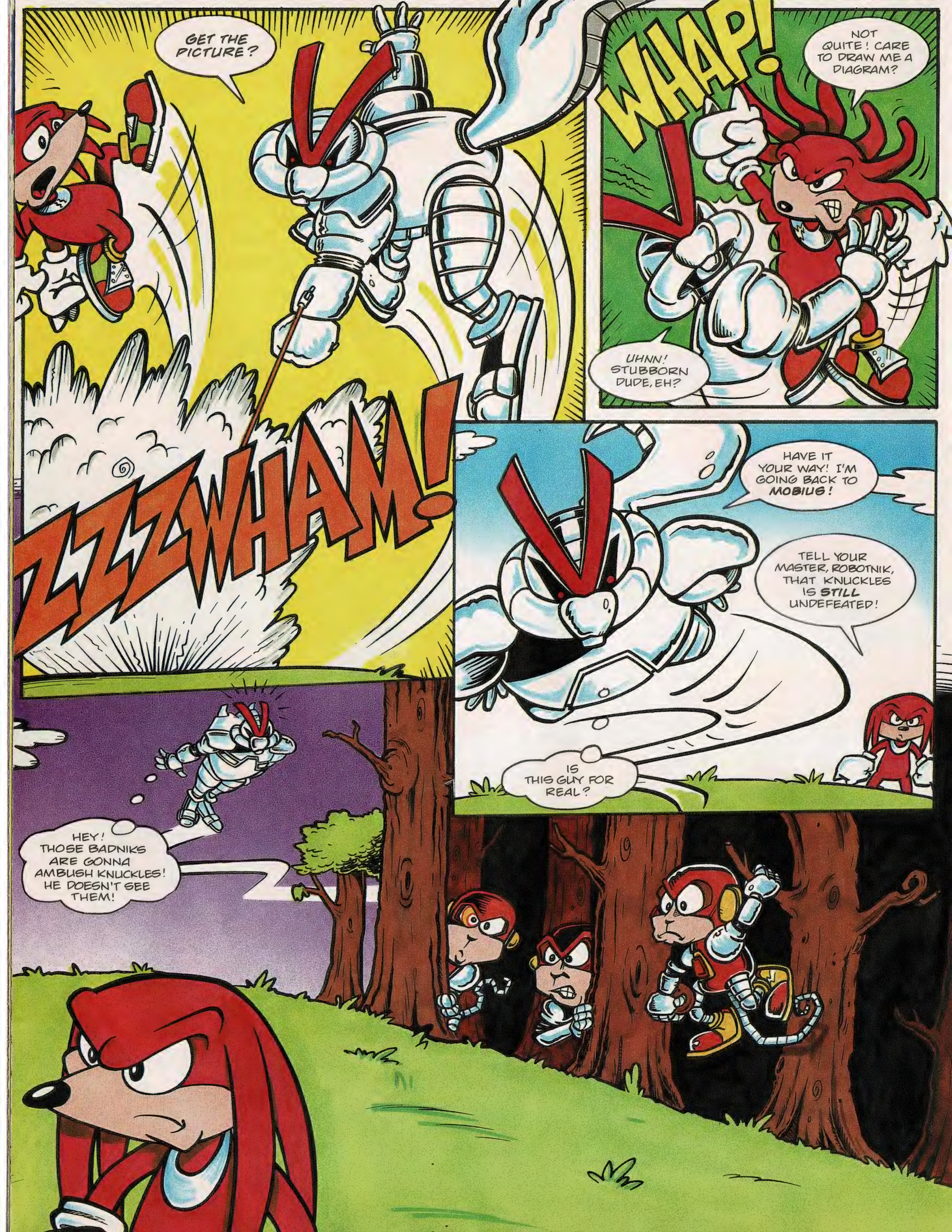
AND AIM TO BEAT THE FORTNIGHTLY RUSH!

Original artwork: CARL FLINT


SPECIAL
COMPLETE STORY
KNUCKLES™
VERSUS
THE CYBERNIK
Script:
LEW STRINGER
Art:
JOHN MOORE
Lettering:
ELITTA FELL
TURNED INTO SUPER-BADNIK CYBERNIK BY DOCTOR ROBOTNIK, SHORTY THE SQUIRREL FOUND HE COULD RESIST THE DOCTOR'S CONTROL! CALLING HIMSELF SHORTFUSE, THE CYBERNIK FIGHTS AGAINST BADNIKS IN A ONE-SQUIRREL WAR AGAINST EVIL!
ANOTHER ATTEMPT, BY ROBOTNIK TO RECAPTURE ME, BITES THE DUST!
KDOOM!
THIS STORY TAKES PLACE BEFORE CURRENT EVENTS IN THE SONIC STORY! SEE STC Nos 45-47 FOR CYBERNIK'S ORIGIN - Megadroid.
THINK YOU CAN OUT-FLY ME, PAL?
NO WAY! I NEVER GIVE UP!
IT'S HEADING FOR THE FLOATING ISLAND! I'VE NEVER BEEN THERE, BUT I'VE HEARD THE LEGENDS!
TRESPASSERS!


TRYING TO OUT-MANOEUVRE ME NOW, EH, BADNIK? COME HERE!
AS IF A SECOND-RATE BADNIK LIKE YOU COULD OUT-FLY SHORTFUSE THE CYBERNIK!
KROOM!
YOW! WHO--?
THE NAME'S KNUCKLES, CREEP - AND I DON'T LIKE BADNIKS LIKE YOU ON MY ISLAND!
YOU GOT IT WRONG, BUDDY! I'M AN ENEMY OF ROBOTNIK! I'M ON YOUR SIDE!
SAVE IT, PAL! I'VE HAD ENOUGH OF ROBOTNIK'S LIES! YOU CAME HERE LOOKING FOR TROUBLE...


KNUCKLES!
...YOU FOUND IT!
IMPRESSIVE! MOST BADNIKS WOULD BE IN A DOZEN PIECES BY NOW!
I TOLD YOU... I'M NOT A BADNIK!
MY NAME IS SHORTFUSE...AND I'VE GOT A SHORT TEMPER...


GET THE PICTURE?
ZZZWHAM!
WHAP!
NOT QUITE! CARE TO DRAW ME A DIAGRAM?
UHNN! STUBBORN DUDE, EH?
HAVE IT YOUR WAY! I'M GOING BACK TO MOBIUS!
TELL YOUR MASTER, ROBOTNIK, THAT KNUCKLES IS STILL UNDEFEATED!
IS THIS GUY FOR REAL?
HEY! THOSE BADNIKS ARE GONNA AMBUSH KNUCKLES! HE DOESN'T SEE THEM!

BEHIND YOU, KNUCKLES!
FZZAMM!
WHA-?
WHY WOULD YOU ATTACK OTHER BADNIKS? UNLESS...
...UNLESS I WAS TELLING YOU THE TRUTH!
I... APOLOGISE FOR DOUBTING YOU! IT'S DIFFICULT FOR ME TO TRUST OUTSIDERS!
MAYBE YOU SHOULD LEARN TO JUDGE A PERSON BY HIS ACTIONS, NOT BY HIS APPEARANCE!
YES, YOU HAVE A NOBLE SPIRIT, SHORTFUSE!
SOUNDS CORNY, BUT I CAN LIVE WITH THAT!
TIME I RETURNED TO MOBIUS. THANKS FOR THE WORKOUT, BUDDY!
A POWERFUL ALLY IN THE FIGHT AGAINST EVIL... BUT IF ROBOTNIK EVER FOUND A WAY TO CONTROL HIM, HE COULD BECOME THE DEADLIEST FORCE ON MOBIUS!
GET READY FOR KNUCKLES' NEW SERIES NEXT ISSUE!
THE END

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Durham's Darling, David Gibbon reveals more level secrets in the conclusion to **Earthworm Jim.**

EARTHWORM JIM SPECIAL
The CONCLUSION

MEGA DRIVE MD

LEVEL FIVE - LEVEL FIVE

The biggest level in the game, Level Five consists of four rounds plus a secret hidden level to find.

ROUND ONE: Head right, jump up and hop across the Electro Magnets. While on the last magnet, swing right by grabbing hold of the hook with your whip. Continue right, then up. Hit the red and white target with your whip, then head back to the start. Go up, then right and into a round cage. Once out of the cage, head right and up, using more Electro Magnets. On reaching the top, head right and stand on a red transporter which takes you to round two!

ROUND TWO: Follow the logical route on the conveyor belts. Each time Jim loses his suit, make sure you always meet up with it at the end. Once at the very top series of platforms, head right to the next transporter.

ROUND THREE: Using the conveyor belts, head to the bottom of the level. On the way, you'll reach a series of magnets. Climb to the very top, then drop down at the far right, left, left, right and right. Once at the very bottom, head right.

HAZARDS

ELECTRO MAGNETS: There are two kinds of magnet; one is a set of two small balls that fire electricity at each other, the second is a series of large balls. Both have a set rhythm, so before you know it you'll be able to time your jumps perfectly! Don't hang around too long otherwise you'll get a nasty electric shock!

ROUND CAGE (ROUND ONE): While in the cage a series of baddies will attack you. Get ready to fire at them as soon as they appear. This should, hopefully, get you through.

ATTACKING EYES: Quickly shoot any attacking eyes. Now fire at the nearby monkey to stop anymore attacking you.

PROFESSOR MONKEY FOR A HEAD (ROUND THREE): Shoot him repeatedly and he'll run away, for the time being at least!

CHICKEN (ROUND THREE + FOUR): While dodging the chicken's eggs, jump up and whip the target to drop bombs on him. Repeat to win. In the next round you must try and keep out of his way while firing at him. Twenty or more hits will get rid of him!

HINTS

HIDDEN LEVEL (ROUND ONE): When you're standing just below a black square with red dots, jump into it and you'll be transported into a secret level entitled Who Turned Out The Lights?

LEVEL SIX - FOR PETE'S SAKE

This level is simple in theory, but difficult in practice. At all times, try and keep ahead of Pete the puppy. When you see a gap, you must get behind Pete and whip him over to the next platform. If he falls, he'll turn very nasty, swallow you and spit you out at an earlier point in the level!

LEVEL SEVEN - INTESTINAL DISTRESS

First, go up the tube. Then follow the logical route. When you come to a dead end while standing on a dark blue platform to the far left of the screen, jump off the edge and fall down to a lower platform. Again, follow the obvious route to end.

HAZARDS

MOVING OBSTACLES: Explore this level very slowly because around every corner you'll find either floating fish or some out of control obstacle such as rolling barrels. Timing is vital. Move only when you can either jump over, or walk under the obstacle safely.

DOC DUODENUM: Keep as far away from the Doc as possible. When he jumps at you, open fire, and when he jumps again quickly run to the other end of the screen and repeat to win.

LEVEL EIGHT - BUTTVILLE

Yes, it's finally the last level. If you've managed to get here, then you deserve a big pat on the back. Buttville is played over two rounds:-

ROUND ONE: If you don't lose a few lives here, then you're a genius! This level sees Jim free falling down a sort of maze, filled with energy sapping spikes and

baddies! Keep to the far left all the way, and have your gun ready to shoot any roaming nasties!

ROUND TWO: The final round! Make your way along the obvious path until you reach the final boss.

HAZARDS

BEES: These are featured throughout round two. After you've killed some nearby bees, fire repeatedly at the hive until it drops.

JIM-EATING PLANTS: Yellow eyes mean a plant is about to spring! Don't get too close or it'll bite your legs off! From a distance, jump up and whip the plant's head.

THE QUEEN

The final boss is in two parts.

PART ONE: When you're standing on a moving platform at the bottom of the level, repeatedly jump up and whip the Queen's tail. While jumping, watch you don't land on any spikes!

PART TWO: Head left, jump across and onto the second moving green platform. As you move in an anti-clockwise direction, fire at the Queen's head. Repeat to win (hopefully).

TOP TIP

Two important points to remember are that Jim can swing on hooks with his whip, and he can fly like a helicopter. If you're stuck and there are some nearby hooks, these will almost certainly be the answer as to where to go next! If you come to a place where Jim needs to cross a large section, try jumping, then repeatedly press C to make Jim hover along. This usually does the trick!

The END

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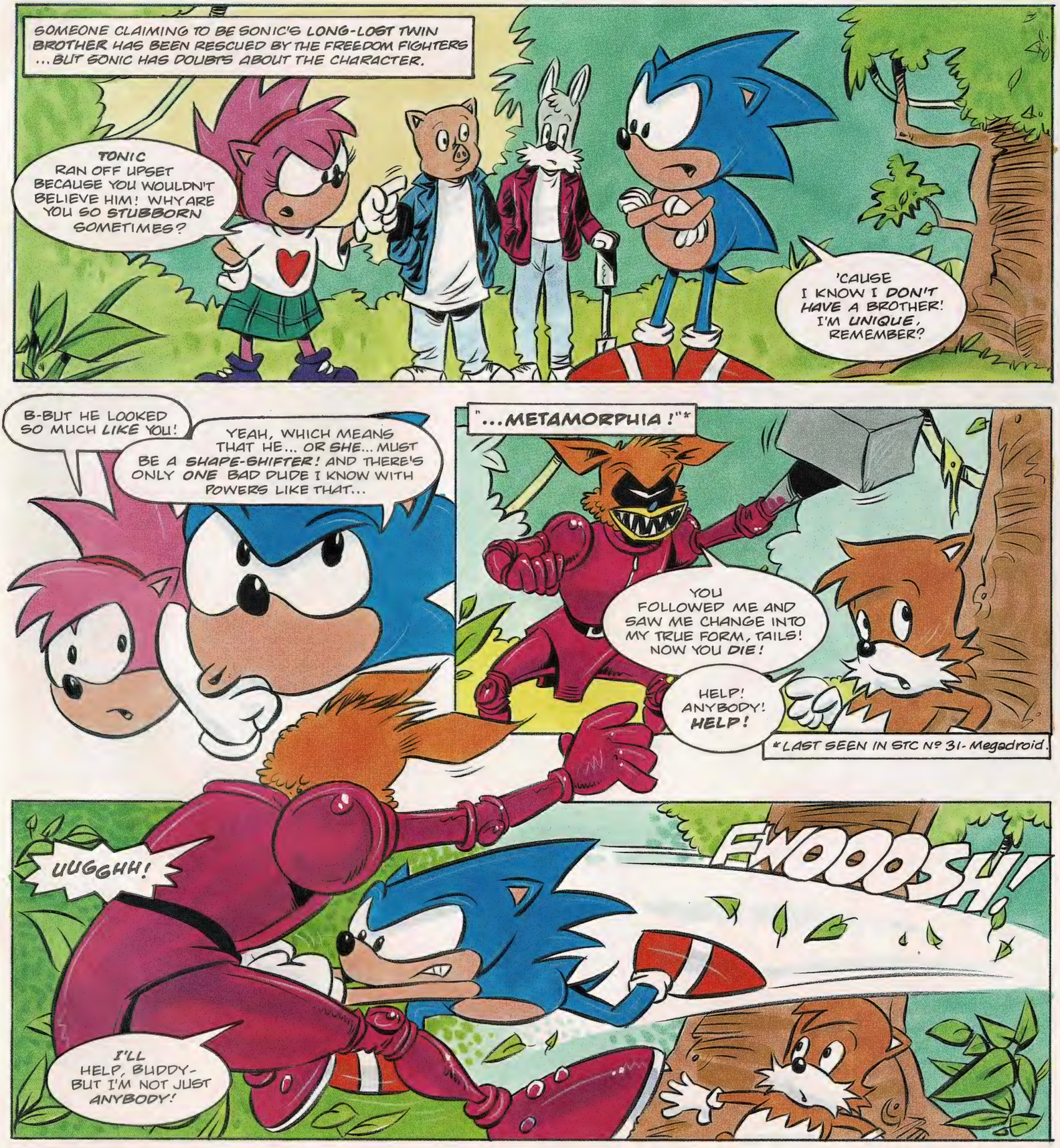
SONIC'S WORLD

FACE FROM THE PAST PART 2

Script: LEW STRINGER
Art: GARY ANDREWS
Lettering: ELITTA FELL


SOMEONE CLAIMING TO BE SONIC'S LONG-LOST TWIN BROTHER HAS BEEN RESCUED BY THE FREEDOM FIGHTERS ...BUT SONIC HAS DOUBTS ABOUT THE CHARACTER.
TONIC RAN OFF UPSET BECAUSE YOU WOULDN'T BELIEVE HIM! WHY ARE YOU SO STUBBORN SOMETIMES?
'CAUSE I KNOW I DON'T HAVE A BROTHER! I'M UNIQUE, REMEMBER?
B-BUT HE LOOKED SO MUCH LIKE YOU!
YEAH, WHICH MEANS THAT HE... OR SHE... MUST BE A SHAPE-SHIFTER! AND THERE'S ONLY ONE BAD DUDE I KNOW WITH POWERS LIKE THAT...
"...METAMORPHIA!"*
YOU FOLLOWED ME AND SAW ME CHANGE INTO MY TRUE FORM, TAILS! NOW YOU DIE!
HELP! ANYBODY! HELP!
*LAST SEEN IN STC Nº 31- Megadroid.
UUGGHH!
FWOOOSH!
I'LL HELP, BUDDY- BUT I'M NOT JUST ANYBODY!

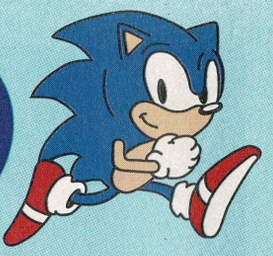
WHAT DID YOU HOPE TO GAIN BY POSING AS MY "BROTHER", METAMORPHIA?
DOCTOR ROBOTNIK SENT ME ME TO DISGUISE MYSELF... GAIN YOUR TRUST... AND DESTROY YOU ONE BY ONE!
NOW IT LOOKS AS IF I'LL HAVE TO DESTROY YOU ALL AT ONCE!
LOOK OUT! SHE'S CHANGING AGAIN!
GOOD WORK, JOHNNY!
SHUCKS! DON'T MENTION IT, AMY!
FWAPP!
SPLUDGE!
I CAN QUICKLY TAKE ANY SHAPE, OUTLAWS! HOW CAN YOU FIGHT STICKY GOO!
YIPES!
GLUBB!
I'M SURE I CAN STIR THINGS UP A BIT!

AAIIEE! STOP! I'M GETTING DIZZY!
SORRY TO GIVE YOU THE RUNAROUND, METAMORPHIA...
...BUT YOU'VE GOTTA FACE THE FACT THAT YOU'RE OUTNUMBERED THIS TIME!
GASP... CURSE YOU, HEDGEHOG!
I'LL GET YOU ONE DAYYYYYY!
SONIC! SHE SLIPPED!
MAYBE SHE JUMPED! I'VE GOT A FEELING METAMORPHIA HAD THAT ESCAPE ROUTE ALL PLANNED OUT!

LATER, IN GRIMER'S LAB ABOARD THE DEATH EGG...
...AND AS THE ODDS WERE AGAINST ME, I LEAPT INTO THE WATERFALL, TOOK THE FORM OF A FISH, AND SWAM TO SAFETY!
ISN'T SHE FABULOUS, DOCTOR? SO RESOURCE-FUL!
BUT SHE STILL FAILED, GRIMER!
S-SONIC ISN'T EASY TO DESTROY... AS YOU'VE FOUND OUT YOURSELF MANY TIMES, DOCTOR!
I ALLOWED YOU TO CREATE THIS SHAPE-SHIFTING... THING SO IT WOULD DESTROY SONIC! IT HAS FAILED ME THREE TIMES NOW!
YOU DARE TO COMPARE YOUR FAILURES WITH MY... SETBACKS, YOU LITTLE...!
DOCTOR! NO!
I-I'M SORRY I FAILED AGAIN, DOCTOR! I WANTED TO SUCCEED ...BECAUSE I ADORE YOU!

HA HA HA HA HA
YOUR MONSTER HAS A SENSE OF HUMOUR, GRIMER! OF COURSE SHE ADORES ME! THOSE WHO DON'T... ARE DOOMED! HAHAHAHA!
HE... CALLED ME A... monster...
YES, WELL... GET BACK TO YOUR ROOM AND WE'LL TRANSPORT YOU BACK TO YOUR HOME IN THE GRIM ZONE AS SOON AS WE CAN!
MY HERO!
PERHAPS DOCTOR ROBOTNIK WILL ADMIRE ME ONE DAY...
...THE DAY THAT I DESTROY SONIC!
THE END..?

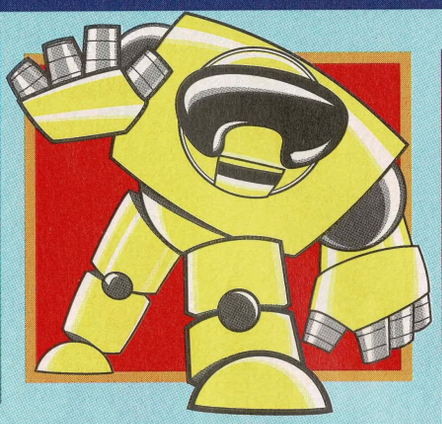
SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Jet-packs at the ready - Sparkster zooms into STC 53!

↑ **Simon Medhurst, Long Eaton, Nottingham. GG owner. Sonic Water Fun Game Winner.**

Sonic Feast!

Dear *STC*,

Will there be any more **Sonic** games released on the Game Gear and Mega Drive, as they're the only ones I like playing?

Jamie Harrington, Brighton. GG/MD owner. Sonic Water Fun Game Winner.

***Sonic Drift Racing is** available on the Game Gear, Jamie. However, further news on Sonic/Sonic-related games, is hush-hush at the moment!*

Amy! 'Where's yer troosers?'

Richard Atlkinson, Gainsborough, Lincs. Sonic Water Fun Game Winner.

Gotcha!

Dear Megadroid,

I am very disappointed with *STC*'s David Gibbon. The reason being that the **Earthworm Jim** and **Lion King** cheats in issue 48's Q Zone didn't work! For your information, the correct **Lion King** cheat should be as follows: Go to the option screen and press right, a, a, b, start.

'Game Guru' Jonathan Harris, London. GG/MD owner. Sonic Water Fun Game Winner.

You'll be pleased to know, Jonathan, that Mr Gibbon has since been marched to the nearest cage and is currently eating his words.

WAVE GOOD-BYE TO THESE SONIC WATER FUN GAMES, BOOMERS AND CHECK OUT THE NEW PRIZES AVAILABLE FROM *STC*'S NEXT ISSUE (INCLUDING GRAPHIC ZONE).

In The Red!

Dear *STC*,

I am a big **Knuckles** fan and was wondering if your publishers would consider a *KTC* (Knuckles The Comic)?

Daniel Staples, Kent (Send in full address). MD owner. Sonic Water Fun Game Winner.

*That'll give the humes-who-think-they're-in-charge something to think about, Dan. In the meantime, the red-dreaded one returns next issue for the start of an exciting 6 part series called **Chaotix**!*

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

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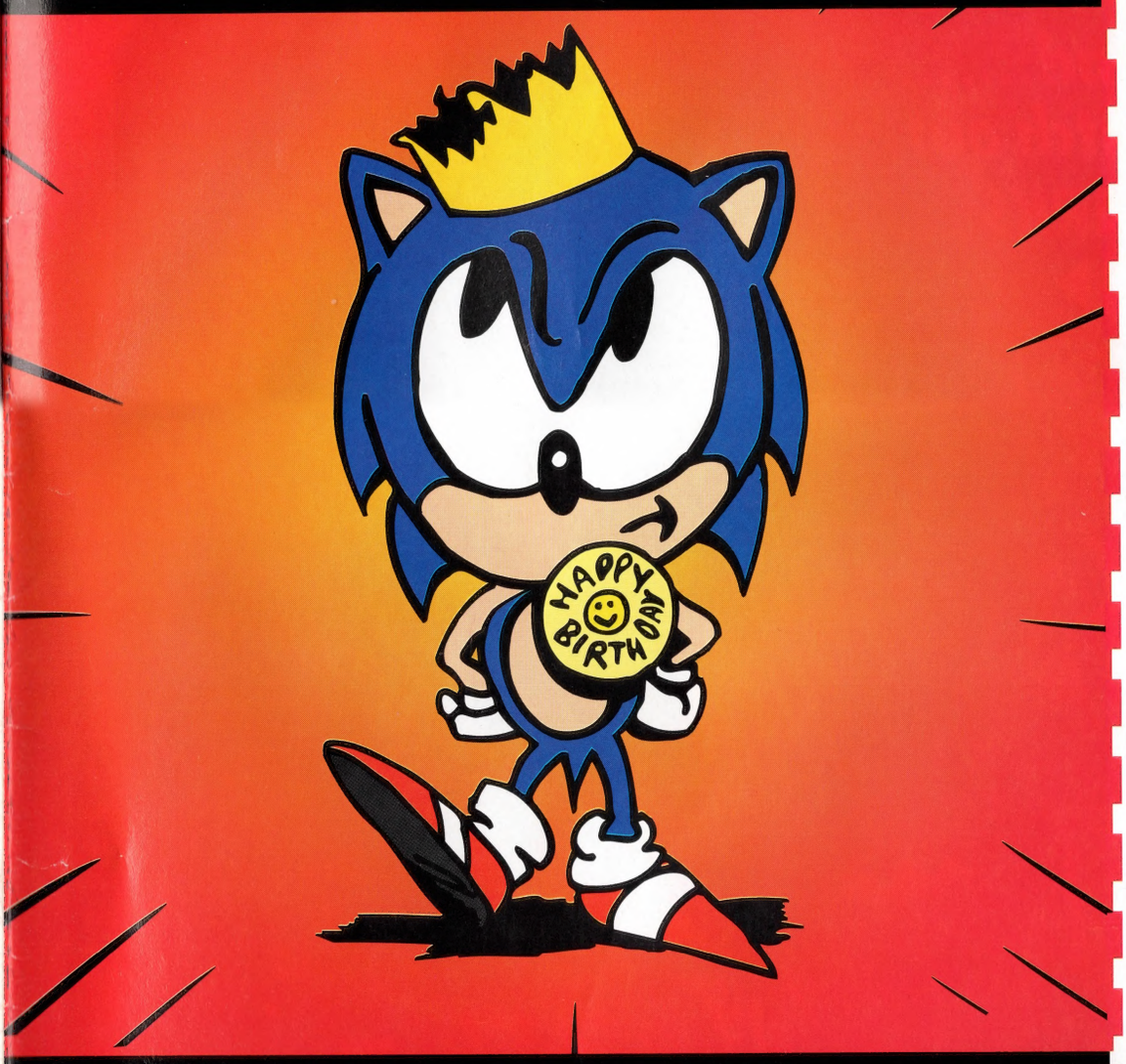

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Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 52 OF STC?

☐ %